

DWITE '12 R1 #1 - Candy Piles

Time limit: 2.0s **Memory limit:** 64M

DWITE, October 2012, Problem 1

After collecting a lot of candy this Halloween, the most obvious next step is to organize it into piles and draw graphs of the loot. Of course.

The input will contain 5 lines, each a single positive integer describing the height of candy piles.

The output will contain an ASCII drawing of the piles of candy. A triangle of asterisks will approximate such piles. Refer to the sample below.

Sample Input (first 3 shown)

```
2
1
3
```

Sample Output (first 3 shown)

```
*
**
*
*
*
**
***
**
*
```

Problem Resource: [DWITE](#)